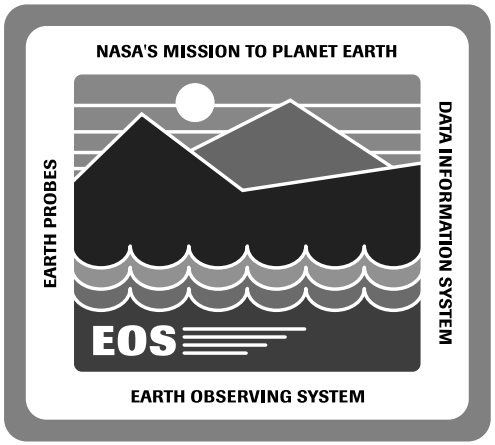
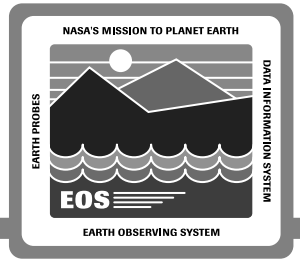


Design Approach

Bruce Moxon

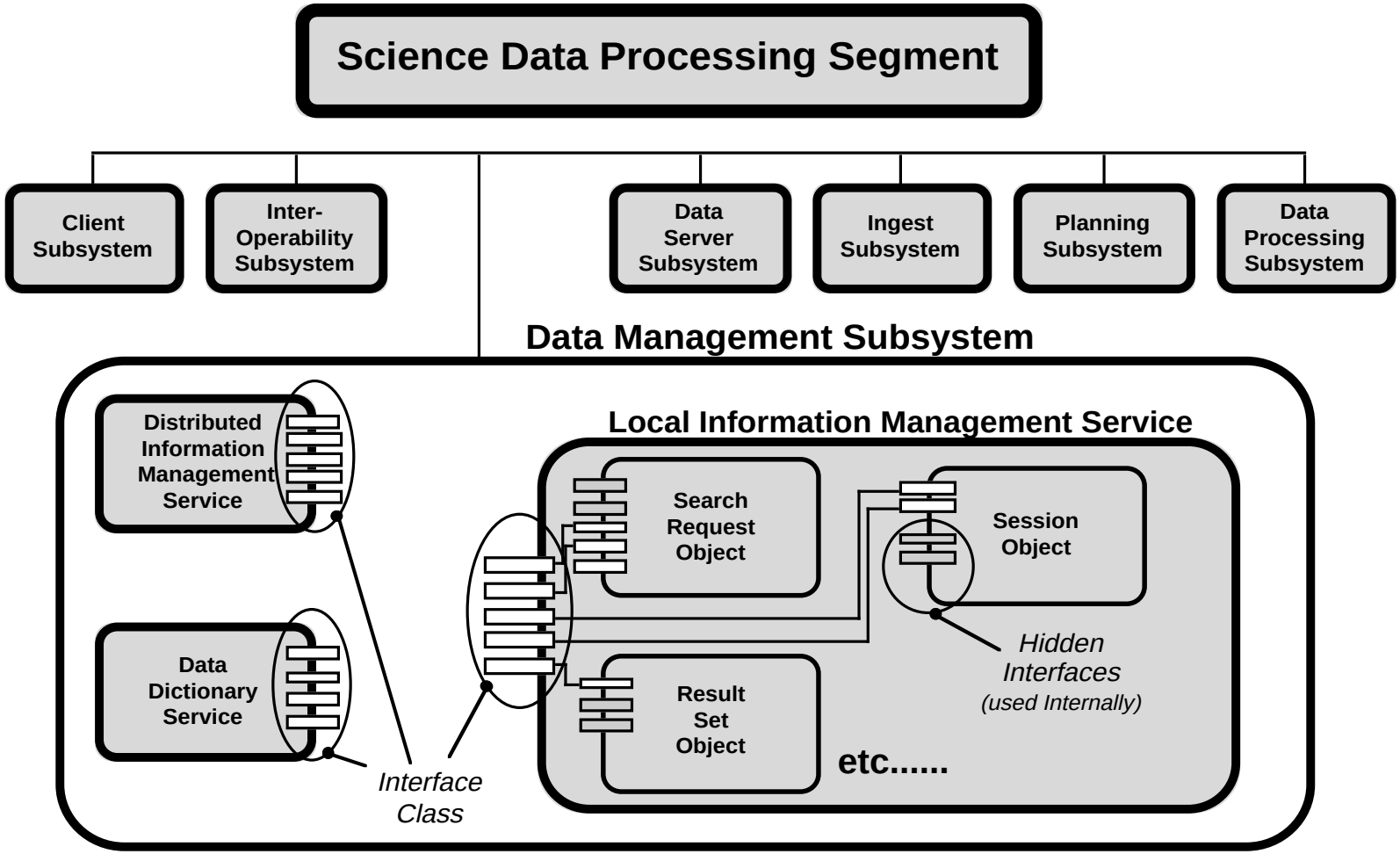
System Design Review - 28 June 1994

SDPS: Splinter Session Roadmap

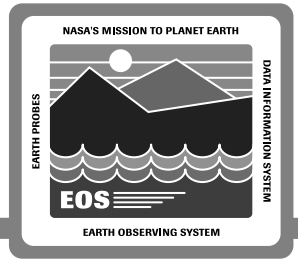


- **Design Approach [Bruce Moxon]**
- **Data Server & Client Subsystems [Bruce Moxon]**
- **Interoperability & Data Management Subsystems [Ron Williamson]**
- **Ingest, Planning and Data Processing Subsystems [Mark Elkington]**
- **Scenarios [Ron Williamson/Mark Elkington]**
  - **#2 - Experienced Scientist Interaction**
  - **#3 - Machine-to-Machine interaction**
- **Software Implementation Design [Richard Meyer]**
- **Hardware Implementation Design [Eric Dodge/Mark Huber]**
- **Evolvability Tests [Mark Elkington]**
- **Release Plans [Steve Fox]**

Architectural Approach

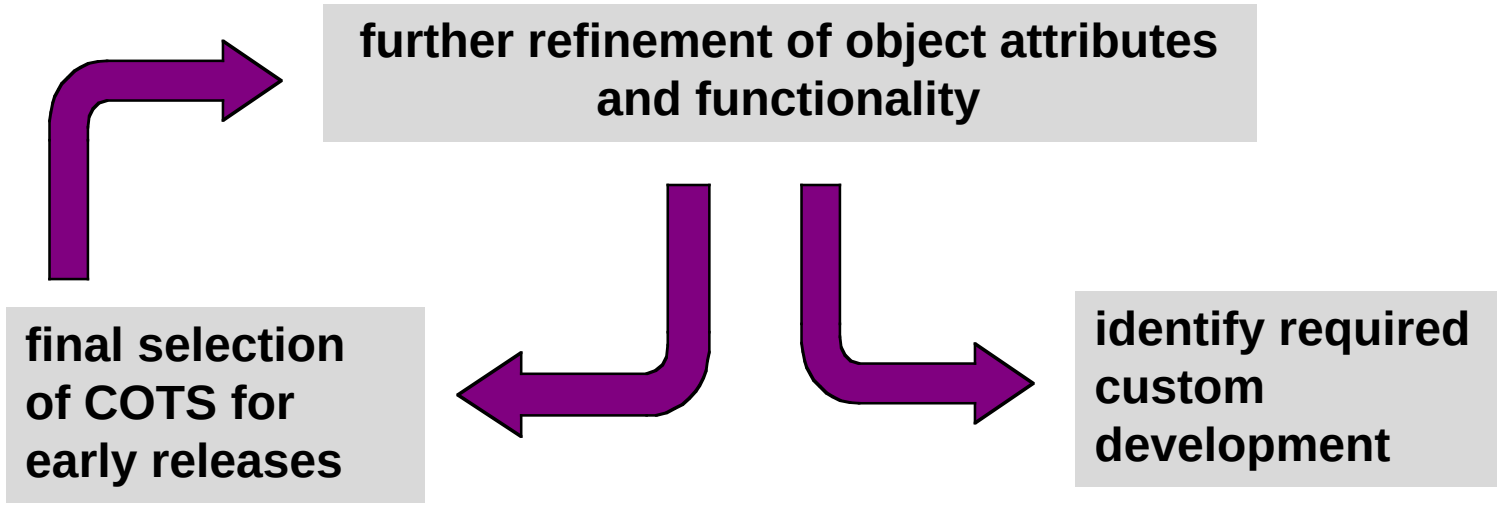


Architectural Approach



- **Group functions into SUBSYSTEMS**
- **Subsystem functionality organized into SERVICE CLASSES with associated INTERFACES and OBJECTS**
- **INTERFACE CLASS denotes the interfaces offered by a SERVICE CLASS**
- **OBJECTS associated with a SERVICE CLASS are defined in terms of their general functionality and attributes, and described by OBJECT CLASSES**
- **OBJECT CLASSES are of little interest to the way a SERVICE CLASS presents itself to the user and many are shared between SERVICE CLASSES**

Design - Next Steps



PDR

- object attributes and functionality fully defined
- COTS selected for Release A/B
- final sizing of configurations for Release A - finalize selection of hardware
- program pre-requisites identified in Release Plan presentation